

**FIG. 1  
(PRIOR ART)**

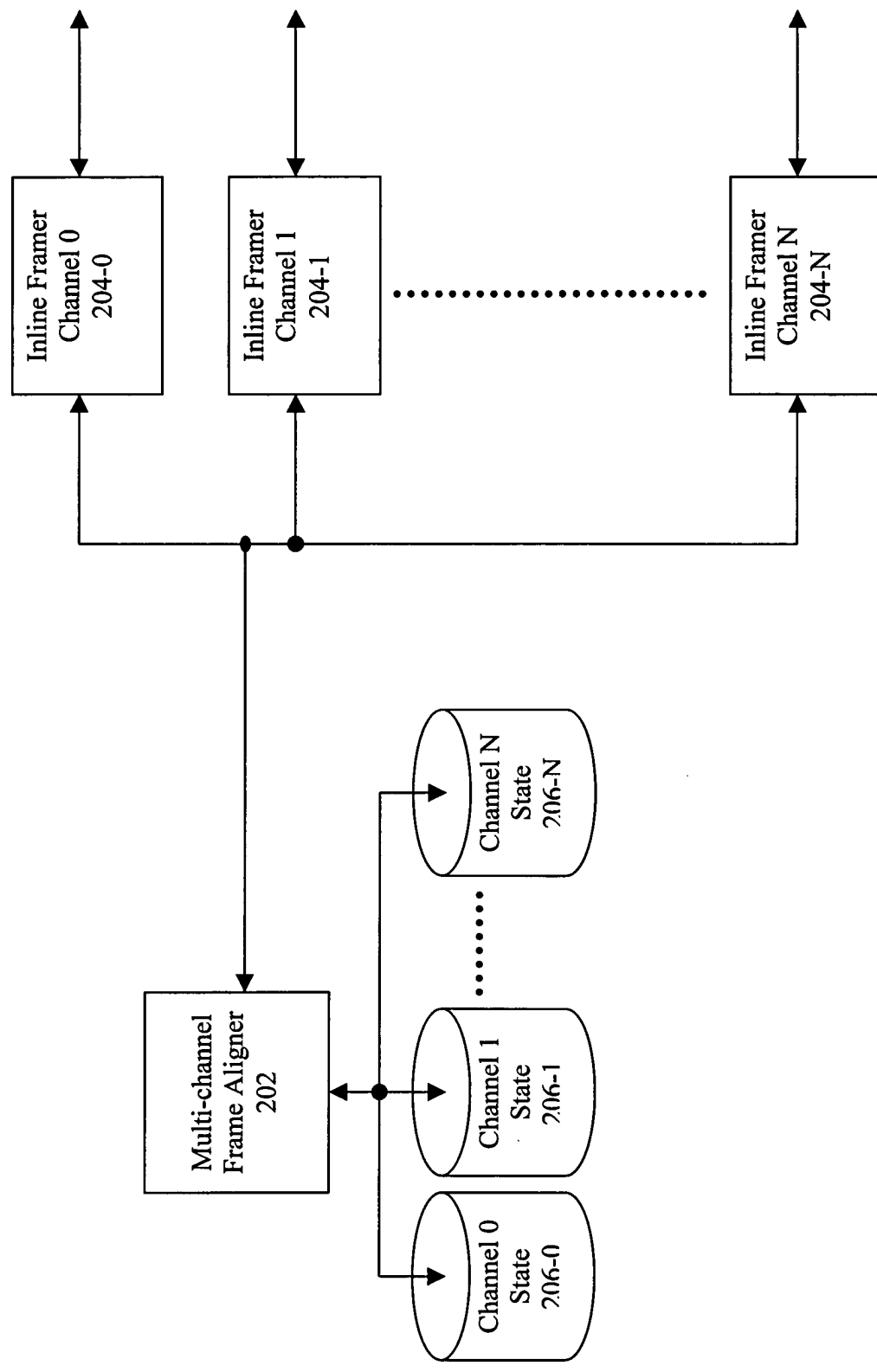


FIG. 2

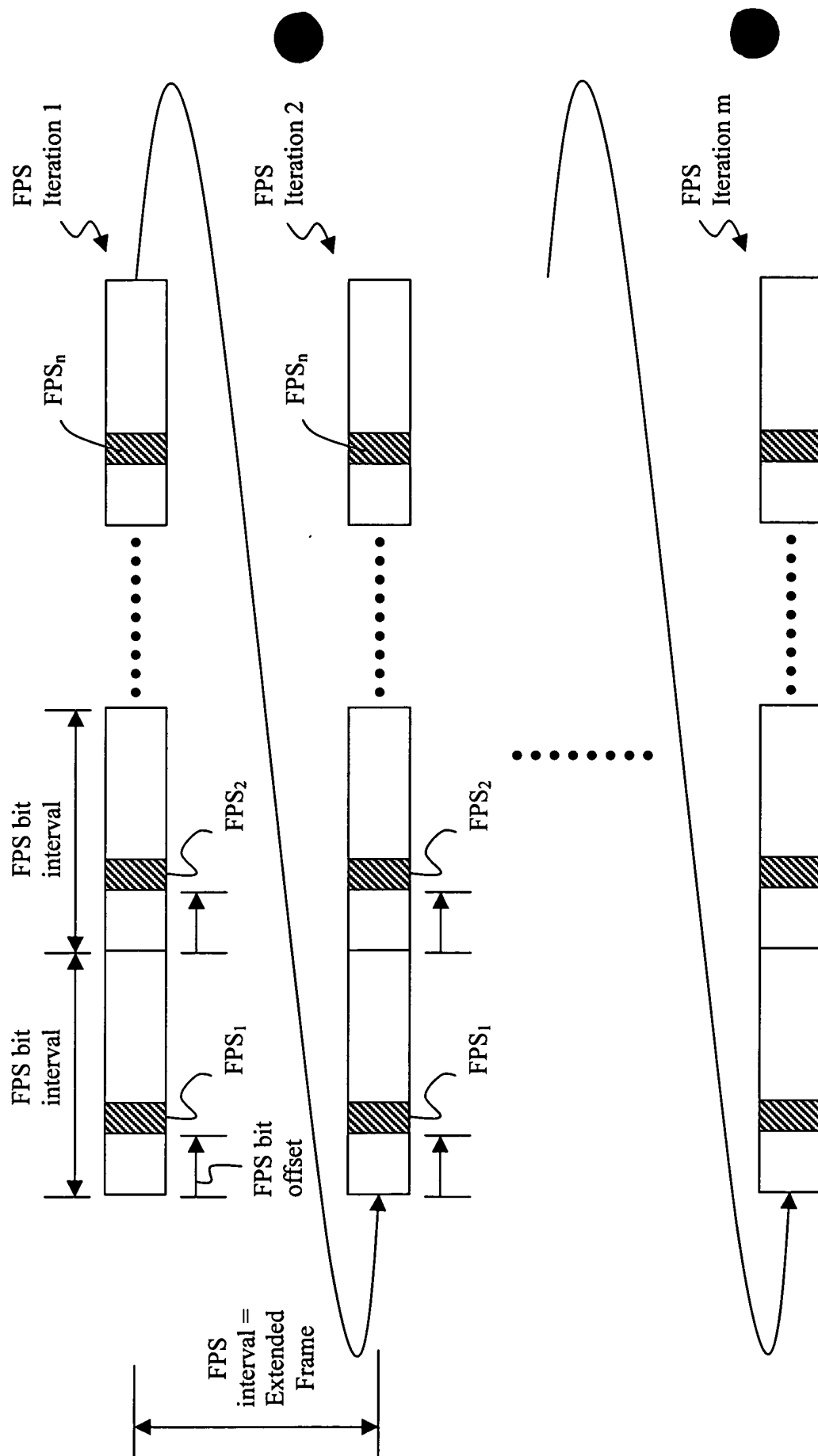


FIG. 3

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graph TD
    Table[Table 402: Bit 0, Bit 1, Bit 2, ..., Bit (p-1)]
    Counter406[FPS bit interval counter 1...n]
    Counter408[Bit offset counter 0...p-1]
    FPS410[FPS 410: 1, 2, 3, ..., n]
    Comparator404{Comparator 404}
    DataBit[Data bit from 204]
    Decision{Single entry = n?}
    Output[Output Bit offset corresponding to entry]

    Counter406 -- "table entry pointed to by bit offset counter" --> Table
    Counter408 --> Table
    Counter406 --> FPS410
    FPS410 --> Comparator404
    DataBit --> Comparator404
    Comparator404 -- "increment table entry pointed to by bit offset counter if FPS bit = data bit, else reset entry to 0" --> Table
    Table --> Decision
    Decision --> Output
  
```

1



**FIG. 6**

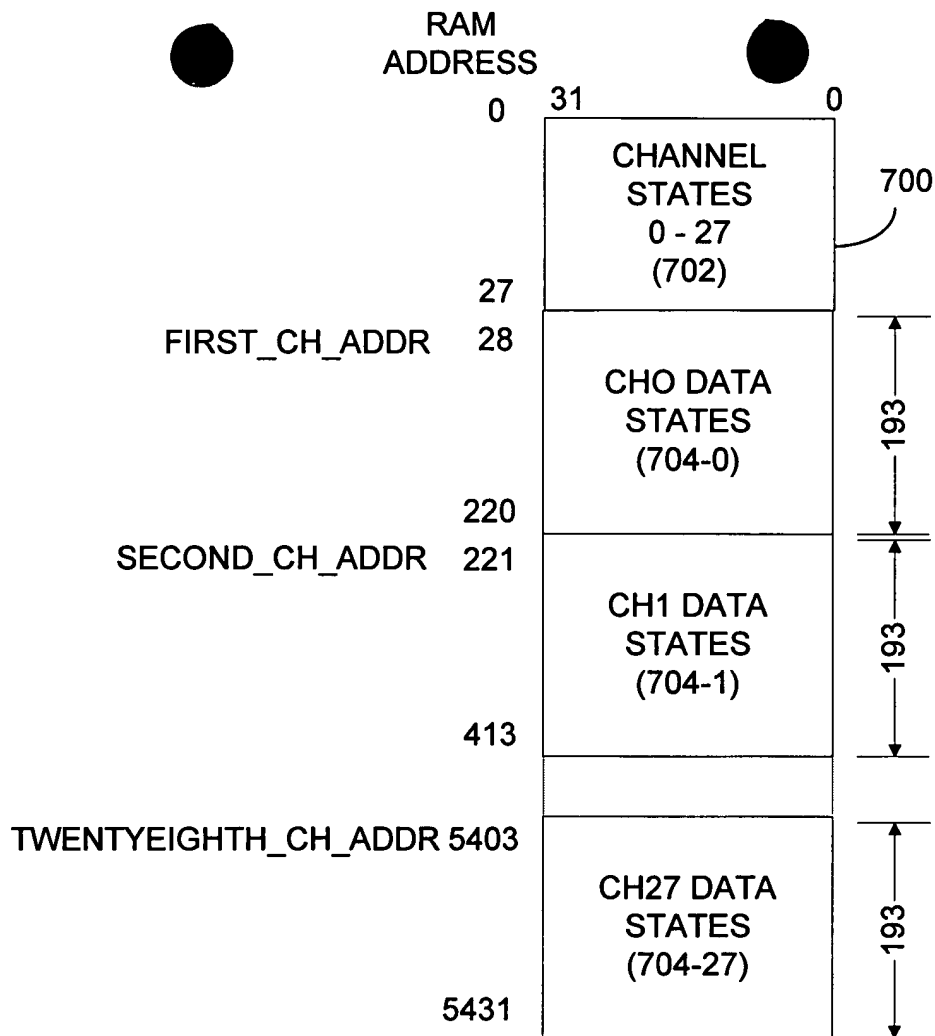


FIG. 7A

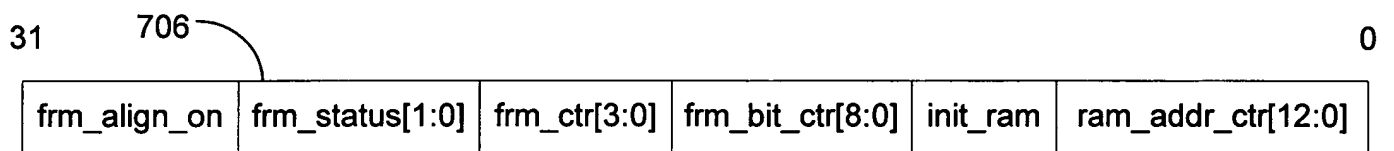


FIG. 7B

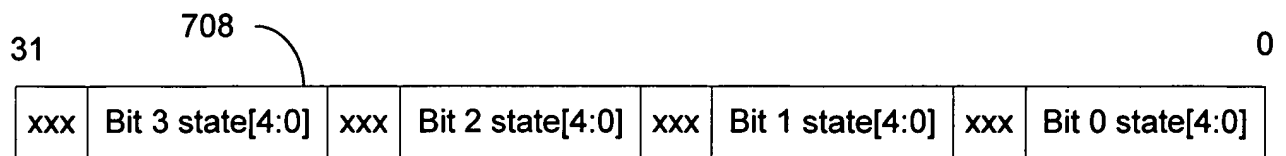


FIG. 7C

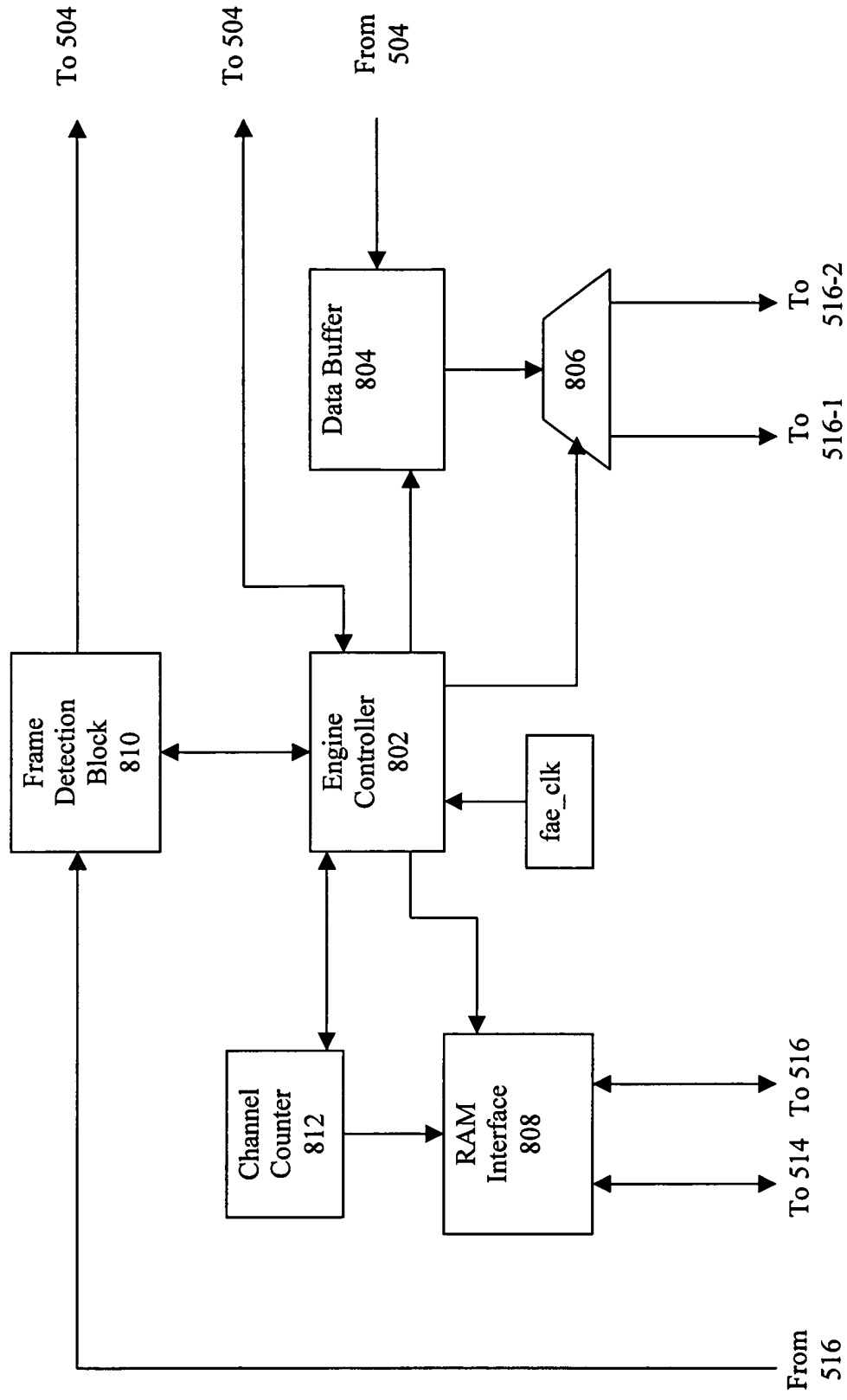


FIG. 8



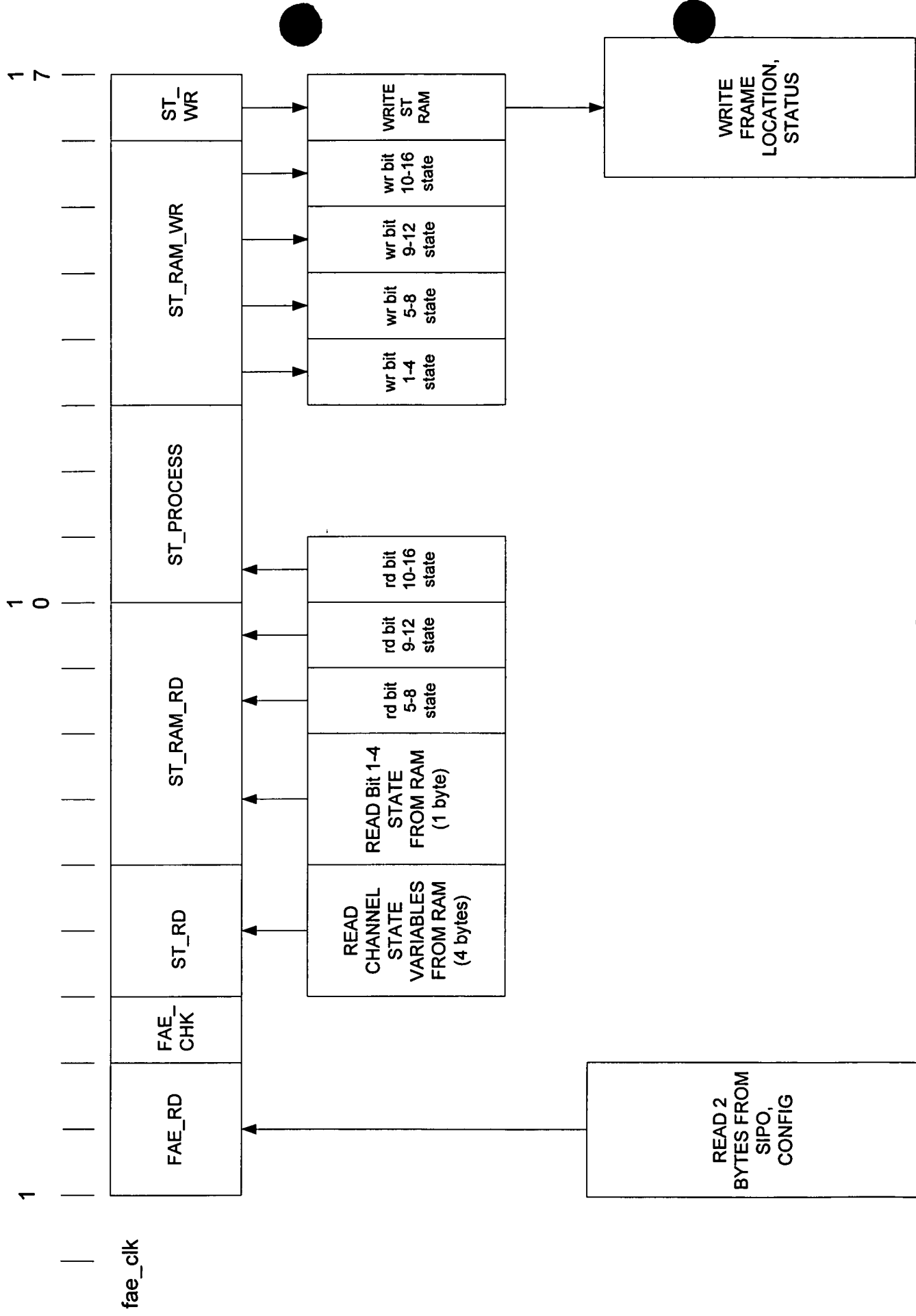


FIG. 9

